# VINDICATOR

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## EDITORIAL — AN OVERDUE APOLOGY
### by Michael Friend

For over a dozen years I have harbored a grudge, sometimes bordering on outright hatred, against Steve Jackson. That grudge was based on a false rumor that I was told but never bothered to get confirmed or denied. It is now time for me to publicly apologize to Mr. Jackson and ask for his forgiveness.

A little over ten years ago I visited a new gaming shop that had opened locally. During a conversation with one of the employees (or was it the owner?) I mentioned that I hadn't received the next issue of Interplay in several months and wondered why I hadn't heard anything from Metagaming. This person told me that Metagaming had been driven out of business because Steve Jackson had successfully sued them for the rights to *Ogre* and *GEV*. When Metagaming lost the lawsuit they had to close their doors due to overwhelming court and lawyer fees.

I was devastated by this news because I had been a loyal Metagamer from their beginning. Ever since then, and until just recently, I held and continually nourished a deep-seated resentment against Mr. Jackson. Though I recognized him as an accomplished game designer I still couldn't forgive him for what I though he had done to my favorite game company. In fact, my disdain for Mr. Jackson was one of the (hidden) reasons why I originally excluded all discussion of *Ogre* and *GEV* from the pages of this journal.

Just a couple months ago after conversing with Don Redick, co-editor of the gaming magazine Fractal Spectrum, published by

Fractal Dimensions of Cortland, New York (see display ad on page 19), I finally found out the truth about the demise of Metagaming, and it had nothing to do with any hostile actions of Mr. Jackson.

Back in the early '80s Howard Thompson developed a depression about the continued success of the Microgame line and boardgaming in general. According to his observations the science fiction boardgame part of the hobby was slowly dying and gradually being replaced by RPGs. Poor sales of some recently published Micros (a couple "dogs" had been published) convinced him that he could see the handwriting on the wall.

Not everyone shared his opinion, though, and Steve Jackson tried to partially rescue the situation by offering to buy The Space Gamer and the rights to *Ogre* and *GEV*. At one point during the negotiations Mr. Thompson speculated with one of his distributors that Mr. Jackson might sue him for the rights to the games. This offhand comment was quickly passed throughout the distribution network until it reached the particular hobby store that I visited those many years ago. It was this rumor which was the source of the story that I believed for so long.

Eventually the deal for TSG and the two games was completed without the need to go to court, and Mr. Jackson used those products as a basis to start is new company, Steve Jackson Games. Obviously Metagaming didn't immediately go out of business at that time either. They produced several games in their mid-sized Meta line as well as some more Micros and even published Interplay for a short time. Finally at one point Mr. Thompson just got tired of it all and decided to shut the operation down. Part of the blame could be placed on unpaid debts and a drop in sales, but reaching the depths of discouragement was probably the main factor for him.

But rather than take the honorable route and make a formal announcement of the decision to disband Metagaming, he just shut everything down. Interplay was abruptly discontinued without even informing the subscribers or offering refunds for unfulfilled subscriptions. All the various game projects in development that had been announced in previous issues of The Space Gamer and Interplay were terminated. Rather than return the games and game rights back to their original designers, as was normally done in such situations, Thompson selfishly kept them for his own.

The story has been told that several people, including Steve Jackson, have offered to buy the rights to *The Fantasy Trip*, but Mr. Thompson's asking price was so high as to make the sale impractical. Several nasty rumors abound about the fate of the golden unicorn, but to this day it has never been found. The last anyone heard about Mr. Thompson was that he had moved out to California and gone into hiding. And there the matter rests.

The point of all this is that I knew none of this information until just recently. Instead, I had believed an unfounded rumor for the past dozen years and had done my best to besmirch the reputation of a man who did not deserve it. For this I want to publicly apologize to Mr. Steve Jackson and ask him if he could forgive me for hating him all those years. What I did was wrong and I want to make amends. If he wants me to submit my written apology to other hobby periodicals so that it gets a wider circulation than this little journal, I shall willingly do that.

Also, if he is willing to forgive me then I could finally open the pages of this journal to articles about *Ogre* and *GEV*. I wanted to do that from the beginning but I was laboring under a false delusion. I hope I can get a favorable ruling on this request and I'll keep you informed.

### New Situations for *Olympica*
by Michael Friend

Because it went through at least two printings, I would assume that *Olympica* was one of the more popular games in the Microgame line. If this is correct then I just don't understand why they didn't design any other scenarios other than the ones listed in the rule book. The situation portrayed in the game is just a small part of the entire Terran attack on Mars, and the rest of the invasion deserves to be looked at and played as well. In order to help alleviate this dearth of extra scenarios I have designed a completely new map plus five new situations (two of which can combine into a mini-campaign) to be played on that map. These situations help to recreate other battles of the struggle for Mars.

Whereas the original map placed the battle within the gaping caldera of Olympus Mons, the largest and tallest mountain on any planet in the solar system, the new map moves the action to another awesome feature of Mars. The Valles Marineris is a gigantic canyon system that stretches for about 4,500 kilometers (2,800 miles) around the planet, just south of and paralleling the Martian equator and southeast of Olympus Mons. It varies in width from 150 to 700 kilometers (90 to 430 miles) and its cliffs soar from 2 to 7 kilometers high (1 to 4 miles). It totally dwarfs our own Grand Canyon which is only a little over 9/10ths of a mile deep, 12.5 miles across and a few hundred miles long. The following situations are set within a small section of this enormous terrain feature.

The three terrain types on the new map, cliff, incline and clear hexes, are exactly the same as on the original first edition map, except that there are now two types of clear hexes. The sandy hexes represent the lower valley floor while the blank hexes are the upper plateau. Other than that there is no difference between the two and all terrain rules from the *Olympica* booklet are in effect on this map. A five hex wide "zone of uncertainty" has been marked on this map and all the gullies and tributaries radiating from the main valley have been numbered to make set up easier.
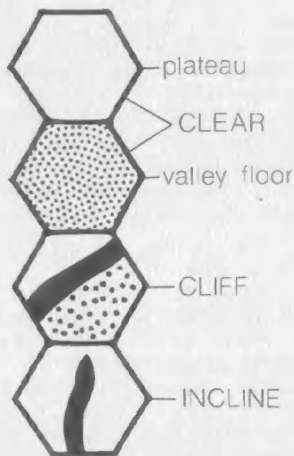


This is the second in a series of new scenarios and situations for the Microgames that I started in the first issue. I hope that this and all future articles will inspire other people to send in their own scenarios so they may be presented to the rest of the Microgaming community. I plan to print new maps for several of the Microgames and include them in future issues of **Vindicator**.

### Situation 1: Raid on a Rumor
A platoon of light UN troops is sent to investigate a rumor about a minor Web sub-generator recently set up in a remote location. If the generator exists then it is to be destroyed in order to help in the total eradication of the entire Web system. (There is no need to capture generators anymore. The first one captured gave the UN forces all the information they needed.) The troops are told that

their mission will be easy, but when they arrive at the site they find an electrical sand storm brewing up that upsets their targeting systems.

Set Up: The Web force consists of: 8 Infantry, all 5 Dummies, 1 Tunnel Mouth and 3 Deep Tunnels. The Tunnel Mouth is placed in any of the cliff or incline hexes in the "zone of uncertainty." The Deep Tunnels are placed in any hex adjacent to the Tunnel Mouth or other Deep Tunnels, stretching in a line, crooked or straight as the player decides, away from the Tunnel Mouth. The Web Infantry and Dummies are placed face down in any hexes east of the X10 hex row running from A10 on the north map edge to O10 on the south map edge.

The UN force consists of: 8 Light Infantry. All units enter the board from any north edge hex running from A01 to A12.

Special Rules: The game lasts for eight turns. The sequence of play is reversed, with the UN Player-turn first and the Web Player-turn second. All basic and advanced rules are and can be used except that the Compulsion, Tunnel and Reinforcement phases in the Web Player-turn and the Drop phase in the UN Player-turn will not be used, and thus the rules that apply to those phases will not be used. Also, there is a slight exception to the regular Dummies rules of section 20.0. For this situation *only* all Dummies can move and have the same movement allowance and movement capabilities as the Web Infantry units. They are only turned over and removed from the board when they are attacked by ranged combat or close assault.

Objectives and Victory: The UN player must get at least one unit in the tunnel to find the Web generator rumored to be there. If a UN unit manages to get to the rear of the tunnel, the UN Player rolls one D6. On a roll of 1 – 4 there is no generator, 5 – 6 means the generator really does exist.

Only one roll to locate the generator may be made in the entire game. In the immediately following UN Ranged Combat phase the UN unit may now attempt to destroy the generator, if one was found. A roll of 1 – 4 will destroy it. If a Web unit is in the same Deep Tunnel hex as the UN unit, the UN unit cannot attempt to locate or destroy the generator.

If the generator is found and destroyed the UN player wins. If there is no generator then victory is determined by comparing the combat strength points of killed units. The Web player adds 15 victory points to his tally if the UN player didn't find the generator. The player with the highest total wins.

## Situation 2A: Fortress Marineris

Though Shield Station Six had been destroyed in the first surprise attack, it was really only one of a vast network of installations and tunnel-fortresses the Webbies had scattered over the planet. An extensive underground complex that was largely unknown to the UN forces had been carved deep into the gullies and tributaries of the Valles Marineris. As a typical UN strike force rushes across the valley on its way to another troubled hot spot, a wave of Web infantry emerge from nearby tunnels to ambush the unsuspecting UN force.

Set Up: The Web force consists of: 12 Infantry, 3 Strongpoints, 6 Tunnel Mouths and 6 Deep Tunnels. Three of the Tunnel Mouths must be set up in any incline hex of #3 gully while the other three Tunnel Mouths must be set up in any incline hexes of gullies #4 and #5. All the Deep Tunnels can be set up adjacent to the Tunnel Mouths with no more than three Deep Tunnels connected to a single Tunnel Mouth. It is also permitted to set up the Deep Tunnels so that they connect two or more Tunnel Mouths together in an underground loop. The three Strong-

points are also set up in any of the incline hexes of the three designated gullies, but not in the same hexes as the Tunnel Mouths. None of the Tunnel Mouths or Strongpoints may be set up farther out into the main valley than their respective gully mouths; from E15 to D16 (gully #3), J18 to J19 (gully #4) and K14 to J15 (gully #5). Each Web Infantry unit is set up underground in a Tunnel Mouth or Deep Tunnel.

The UN force consists of: 3 Laser Tanks, 6 Light Infantry and 5 Heavy Infantry. All these units move onto the north edge of the map between and including hexes A06 and A11.

Special Rules: The game lasts for ten turns. The sequence of play is reversed, with the UN Player-turn first and the Web Player-turn second. All basic and advanced rules are and can be used except that the Compulsion, Tunnel and Reinforcement phases in the Web Player-turn and the Drop phase in the UN Player-turn will not be used, and thus the rules that apply to those phases will not be used.

Objectives and Victory: The UN player must move as many of his units off the south map edge, from hex O11 to O15, as possible before the game ends. The Web player must keep the UN units from exiting and destroy them. The following victory points are awarded to the UN player; 2 points for each Tank exited, 1 point for each Infantry unit exited, 3 points for each Web Strongpoint destroyed and 1 point for each Web Infantry unit destroyed. The Web player gets victory points for the following actions; 5 points for each Tank destroyed and 2 points for each UN Infantry unit destroyed. The player with the most points wins.

### Situation 2B: Strike on the Valley

After the Webbies chase off and/or destroy the passing UN column they call in more rein-forcements and proceed to set up another Generator elsewhere in the valley. Though a Web unit is assigned to act as a sentry and watch for any UN movement from the south, they are the ones surprised this time when the surviving UN forces return with some of their own reinforcements and come boiling out of the east in a flanking maneuver.

Set Up: The Web force consists of: All Web Infantry that survived the previous scenario plus an additional 10 Infantry units, 2 new Strongpoints, 4 Tunnel Mouths, 6 Deep Tunnels and a Web Generator. The Strongpoints and Tunnel Mouths can be set up in any hex in tributary #6, from the mouth hexes (running from L03 to L07) to the south map edge. The Deep Tunnels may be connected to the Tunnel Mouths and other Deep Tunnels as desired. At least one Infantry unit must be placed in hex O05 or O11, to represent the lone sentry. Another Infantry unit must be placed with the Generator in one of the Tunnel Mouths. The remaining Infantry units are divided in half, with one half being set up in any hex in tributary #6 and the other half set up within three hexes of the tributary mouth hexes, though no units may set up on any east edge hexes. All Infantry units are placed face up.

The UN force consists of: All the UN units that successfully exited the board during situation 2A plus the following reinforcements; 2 Laser Tanks, 2 Light Infantry, 15 Heavy Infantry and 1 Lifter. (Any units may already be loaded on the Lifter at the start of the situation.) All UN forces enter the board between and including hexes A01 and L01.

Special Rules: The game lasts for ten turns. It can be shortened to eight turns if it's too easy for the UN player. The sequence of play is reversed, with the UN Player-turn first and the Web Player-turn second. As the game progresses the Web player may use the Infantry unit stacked

with the generator to move the generator deeper into the tunnel, moving one hex per turn, until the Generator is either in the deepest recesses of the tunnel or placed in the tunnel hex the Web player wants to leave it in. Once placed it cannot be moved again. After the Generator has been placed and announced as such by the Web player, then the Web player may start to use the movement compulsion capabilities of the Generator as listed in rule 19.2.

In the UN Ranged Combat phase immediately following the Movement phase in which a UN unit successfully entered the Generator tunnel hex, that UN unit may now attempt to destroy the Generator. A roll of 1 - 4 will destroy it. If a Web unit is in the same Deep Tunnel hex as the UN unit, the UN unit cannot attempt to destroy the generator until that Web unit has been retreated or eliminated. All basic and advanced rules are and can be used except that the Tunnel and Reinforcement phases in the Web Player-turn and the Drop phase in the UN Player-turn will not be used, and thus the rules that apply to those phases will not be used.

Objectives and Victory: The Web player must protect the Generator at all costs while the UN player must destroy the Generator. Neither player gets victory points for eliminating enemy units, the Generator is the goal. The winner is the player who achieves his objectives.

## Situation 3: Assault on the Bowl

The attack on Shield Station Six was only the start of the invasion. The Webbies had built another major installation in the Valles Marineris in a section of the canyon known as the Bowl. Another UN strike force is sent to take out this station.

Set Up: The Web force consists of: 16 Infantry, 4 Strongpoints, 5 Dummies, 4 Tunnel Mouths, 6 Deep Tunnels and the Web generator.

All the Tunnel Mouths are placed, at the Web player's discretion, in any of the cliff hexes running from K09 to K14. The Deep Tunnels are then placed adjacent to the Tunnel Mouths to any "depth" the player wishes, within the counter limits for this situation. The Infantry and Dummies can be placed, upside down, in any Tunnel Mouth or Deep Tunnel or up to three hexes away from any of the above designated cliff hexes. The Strongpoints can also be placed, upside down, up to three hexes away from the designated cliff hexes, but they may not be placed in any Tunnel Mouth hexes. Before the game starts the Web player secretly records the Tunnel Mouth or Deep Tunnel hex number of the hex that the Generator is hidden in.

The UN force consists of: 5 Laser Tanks, 6 Light Infantry, 18 Heavy Infantry, 2 Lifters and the BOAR. (Any of these units may already be loaded on board the Lifters at the start of the situation.) All units enter the board anywhere along the north map edge from A01 to A21 and the west map edge from A21 to H20.

Special Rules: The game lasts for eight turns. The sequence of play is reversed, with the UN Player-turn first and the Web Player-turn second. The Web player may only use the movement compulsion capabilities of the generator as listed in rule 19.2. All basic and advanced rules are and can be used except that the Tunnel and Reinforcement phases in the Web Player-turn and the Drop phase in the UN Player-turn will not be used, and thus the rules that apply to those phases will not be used.

Objectives and Victory: The UN player's objective is to find the generator and destroy it while the Web player's objective is to protect the generator. When any UN unit enters the tunnel hex that the generator occupies, the Web player announces this to the UN player. In the immediately following UN

Ranged Combat phase the UN unit may now attempt to destroy the generator. A roll of 1 – 4 will destroy it. If a Web unit is in the same Tunnel Mouth or Deep Tunnel hex as the UN unit, the UN unit cannot attempt to destroy the generator until the Web unit has been retreated or eliminated from that hex. Though the BOAR can be used to *find* the generator, it cannot attempt to *destroy* it. Only UN combat units can destroy the generator. The Web player gains the following victory points for UN loses; 1 point for Light Infantry, 2 points for Heavy Infantry, 1 point each for the BOAR and Lifters and 4 points for the Laser Tanks. Play this situation twice, with the players switching sides the second time. The winner is the player with the least loss of life as the UN player and the most victory points as the Web player. Also, if the UN player doesn't find or destroy the generator the Web player automatically wins the game.

### Situation 4: Revenge is Sweet

The remaining troops of a UN infantry platoon that was severely depleted as the result of a recent nearby battle have retreated to a remote part of the valley to lick their wounds and regroup. They are ambushed by Webbies hiding in a nearby gully.

Set Up: The UN force consists of: 6 Light Infantry and 5 Heavy Infantry. They are set up in any hexes within the "zone of uncertainty" printed on the map.

The Web force consists of: 13 Infantry. They must be set up in any incline hexes in small gully #1. They can be set up no closer to the UN units than the gully mouth hexes from H03 to G05.

Special First Turn Rules: For the first turn the UN forces are to act, for combat purposes only, as if they were "Dusted". They may move only up to two hexes in their Movement phase and there is no Second Movement phase of the first turn. In all subsequent turns they may move, attack and defend normally.

For the first turn the individual Web units may *not* combine their ranged combat strength factors with each other when attacking. They may only attack as individual units in the first turn. Also on the first turn each individual UN unit may only be attacked once, by individual Web units, in obvious but temporary contradiction to rule 10.3. In all subsequent turns regular combat rules are in effect.

Note – These first turn rules simulate the demoralization, confusion and temporary loss of command control of the UN units. As for the Web units, in their haste haste to take advantage of a situation just presented to them, they also lose temporary command control. Both sides quickly shape up and get organized in later turns.

Special Rules: The game lasts for six turns. The normal sequence of play is followed. All basic and advanced rules are and can be used except that the Compulsion, Tunnel and Reinforcement phases in the Web Player-turn and the Drop phase in the UN Player-turn will not be used, and thus the rules that apply to those phases will not be used.

Objectives and Victory: The UN units must defend themselves and move off any of the east map edge hexes while the Web player must destroy all the UN units. The following points are awarded to the Web player for destroying enemy units; 1 point for Light Infantry and 2 points for Heavy Infantry. The Web player loses 1 point for every Web unit destroyed and also loses 1 point for every UN unit moved off the map. Play this situation twice, with the players switching sides the second time. The winner is the player with the most victory points at the end of both games.

Final note: Any of the original *Olympica* scenarios can be played on this new map too.

Review: *Barbarian Quest Pack*
by Carl Forhan

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----- Ratings -----
Components:    10.0
Content:        9.0
Overall:        9.5
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The *Barbarian Quest Pack* marks the second rare supplement manufactured for Milton Bradley's *HeroQuest* system. It contains fifteen completely new figurines and has a delightful variety. Just as in the *Quest Pack for the Elf*, a Female Hero figure is included; this time it's a Female Barbarian. The Frozen Horror, a two-square hulking monstrosity, is the archnemesis for this *Quest Pack*. Ice Gremlins, Polar Warbears and Yetis are also included in the set. These monsters possess some truly innovative abilities. The Ice Gremlins steal items from the Heroes and run away. The Polar Warbears are able to make *two* attacks per turn. And the Yeti can "hug" a Hero after a successful hit -- resulting in automatic damage on each subsequent turn!

There's another type of figure included in this set: the Mercenary. This was a wonderful surprise upon acquiring the *Barbarian Quest Pack*. Six Mercenary figures are provided, but — hold on to your hats -- they have *interchangeable* weapons. There are four different weapons and about two to three of each type are included. The Mercenary's abilities change depending on the weapon held. Not only that, but rules are also included to allow players to hire Mercenaries on Quests! This is an enjoyable inclusion in the *HeroQuest* system and can be used to help balance out a party that may be a bit too weak for a particular Quest. Obviously, the players will need to exercise caution as the intention is not to have three or four Mercs running around fighting all the Monsters in place of the Heroes.

Once again new Chaos spells,

Artifact cards, etc. are introduced. Since this *Quest Pack* has a "chilling" theme to it, lots of spells are geared around icy weather. Some intriguing new spells/items permit the creation of temporary Ice Walls and Ice Bridges, which allow creative solutions to the new threats presented by the Zargon player. Many of the floor tiles are also refreshing. There are Ice Tunnels to connect remote rooms, an Ice Slide Trap (remember *Chutes and Ladders?*) and a Living Fog room, to name a few.

The content of the *Barbarian Quest Pack* has a superficial similarity to the *Quest Pack for the Elf*. The ten all-new Quests include three "solo" Quests and a "double" Quest. In this case, however, the double Quest literally spans two game boards (you can finally use that second *HQ* set that's been sitting around). And the solo Quests are actually for two players, one for the Barbarian and one for Zargon. The Quests are in some ways more varied than the *Quest Pack for the Elf*, thanks to the plentiful, creative floor tiles included. Some traps are undetectable, which also lends an air of caution to the Heroes' journey. Mind Points are also utilized in this set, through some new spells and items.

Overall, the *Barbarian Quest Pack* receives the highest honors for both quality and quantity. The new Mercenaries are fantastic and the Monsters and floor tiles provide a rich blend of an icy atmosphere. No *HeroQuest* fan should be without this supplement!

Golem, Iron

| | | | |
|---|---|---|---|
| Movement Squares: | 4 | Body Points: | 8 |
| Attack Dice: | 5 | Mind Points: | 1 |
| Defend Dice: | 4* | | |

* – Any weapon used against an Iron Golem remains lodged in the Golem until it is destroyed.

    Golems are created by cunning wizards who have spent many years researching the arcane art of animating a statue or similar object with a limited awareness. They primarily serve as guardians for their masters and their belongings, and can only follow the simplest of commands.
    Iron Golems are one such creation. Being made of solid iron, they are slow but deadly, possessing a healthy metallic endurance as well as stone-crushing fists. Most Iron Golems are fashioned in the image of an Ogre, although some have been encountered that appeared to be suits of living armor (Zargon: use the Ogre or Chaos Warrior figures to represent an Iron Golem). They are reported to have one other terrifying defense mechanism: any metal weapon which succeeds in inflicting damage on the Golem is stuck and cannot be removed until the Golem is destroyed. Only the Wizard's Staff appears to be immune to this unusual ability. (Zargon: you could rule that any non-magical weapon is destroyed upon inflicting damage, and that only magical ones may be recovered after eliminating the Golem.)
    Iron Golems are very stupid and their combat tactics should demonstrate it. They almost always attack the closest Hero and rarely leave the area they were guarding, even if the Heroes flee.

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Golem, Shadow

| | | | |
|---|---|---|---|
| Movement Squares: | 8 | Body Points: | 5 |
| Attack Dice: | 4 | Mind Points: | 3 |
| Defend Dice: | 4* | | |

* – Shadow Golems are immune to all normal weapons.

    Shadow Golems are the creation of the long-forgotten Chaos Warlock Skaros, fashioned like Gargoyles with one distinct difference: they are immune to all natural weapons. Only enchanted weapons or spells may cause them harm (note to Zargon: do not reveal this until the first attack is made against a Shadow Golem with a non-magical weapon). As their name implies, Shadow Golems have been created to stand watch over valuables through out the centuries, whether they be treasure hoards or key passages to fortresses. Skaros often sold his minions to the highest bidder, tailoring each one to a specific set of orders which it must follow diligently. It is rare enough to encounter one Shadow Golem, and to find a pair together can only imply great danger for the Heroes.

Shadow Golems are only semi-corporeal, and thus are able to pass through any obstacle (Heroes, walls, etc.) freely in their movement. In fact, there are many tales of Shadow Golems vanishing during combat only to reappear seconds or minutes later with a vicious attack next to an unsuspecting Hero. Do not underestimate their cunning!

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Tythallamon, Rogue Wizard

| Movement Squares: | 8 | Body Points: | 6 |
|---|---|---|---|
| Attack Dice: | 2* | Mind Points: | 6 |
| Defend Dice: | 3* | | |

* - depending on possessions.

Tythallamon has been secluded for many years studying the more exotic forms of Magic and unlocking the secrets of creating his own Artifacts. He is irritable, but not necessarily dangerous upon first encounter. However, due to his private nature he has a complete lack of tolerance for anyone who disturbs or raids his personal possessions. He will take a vow of revenge against the first Hero who attacks Tythallamon's guards or takes one of Tythallamon's possessions. This vow can only be satisfied if 1) the Hero gives up one-half of the Hero's possessions (Zargon's choice), 2) the Hero is defeated in battle, or 3) the Heroes do something extraordinary to aid him in a future Quest.

Tythallamon is intended to be a long running adversary of one Hero or group of Heroes. He is not meant to be a one-time enemy who is defeated in the course of one Quest. Tythallamon will use any spell necessary, including Escape or a Summons spell, to cover his retreat, so that he may foil the Heroes again in future Quests. He will be a thorn in their side until the situation is somehow resolved. Note to Zargon: keep Tythallamon somewhat mysterious in his abilities and equipment. Let him be a highly intelligent adversary for the Heroes.

Suggested spell list:

Cloud of Chaos
Dispell (from the *Quest Pack for the Elf*, substitute if necessary)
Escape
Firestorm
Skate (from the *Barbarian Quest Pack*, substitute if necessary)
Tempest

Suggested possessions:

Wizard's Clock
Wizard's Staff
Potion of Healing

*The Air-Eaters Strike Back!* - Expanded Sequence of Play
by Jim McNulty

[Ed. Note: This is part two of Jim's play aids for the *Air-Eater* games. Again, it includes an expanded sequence of play as well as new charts and tables. I hope these will be useful for all *Air-Eaters* players.]

I. Solar Orbit
    All planets (inc. Free Asteroids) and units of all types must be moved 1 space clockwise on the Solar System map

II. Movement (unlimited stacking)
    A. Terrans Move
        1. Ground Movement
            a. Air Transport on Earth: Any Terran units except Subs may move from any land hex to any other land hex
            b. Submarines: Each SF and ISF may move any distance to any all/part sea hex
            c. Ground Movement on Other Planets: Each DT and BI may move 1 hex. DT's may not cross mountain hexsides, BI can. Armies may not be on other planets.
        2. Each TR or ITR on a ground hex may load 1 DT or BI in its hex
        3. Liftoffs: Each Terran space unit on a land hex may move to the In Orbit box of that planet
        4. Landings: Each Terran space unit In Orbit may land on any land/part-land hex of that planet (not allowed: Space Colony or Asteroid Mining Base)
        5. Each TR or ITR on a ground hex must unload
        6. Solar System Movement
            a. Inertia: Each space unit in Solar System space must move towards/away from the Sun the same distance as previous turn. Inertia is lost at A-1.
            b. Boosting Out of Orbit: Units In Orbit may be transferred to Solar System space
            c. Acceleration: Units in Solar System space move
            d. Solar Gravity: Each unit in Solar System space may move 1 space toward the Sun
            e. Entering Orbit: Each unit in planetary Solar System space may move to In Orbit box (may not land yet)
            f. Inertia Determination: Place Inertia marker (number of rings moved this turn) on each unit on Solar System map
    B. Aliens Move
        1. Beaming: Any time during movement any number of CWs, LNs, undeployed Bases and ACs may be beamed through each Base. MSs, ESCs, NSs and QSs may not be beamed.
        2. Crawlers: Each CW may move 1 hex (not through mountain hexside). SF or ISF in part-land/part-sea may make transit attack if CW entered hex via all-sea hexside.
        3. Landers:
            a. Each LN may load 1 CW, AC or Base
            b. Each LN may move to any place connected to In Orbit box
            c. Each LN must unload if on surface or with MS
        4. Free Asteroid Movement:
            a. Inertia: Each Free Asteroid must move towards or away from the Sun the same distance as previous turn
            b. Solar Gravity: Each Free Asteroid may move 1 space toward the Sun

c. Hitting Planets:
  (1) When/ f Free Asteroid ends movement in same space as Asteroid Mining Base, both units may be destroyed. The guiding spaceship must remain in the space this turn.
  (2) When/if Free Asteroid enters space with a planet, the asteroid may be placed in any hex on that planet. The guiding spaceship must end its movement in the planet's In Orbit box. All Alien & Terran units and IUs in a hex hit by Free Asteroid are destroyed/devastated. Roll die for each unit and IU in adjacent hex, if 1 - 3 then destroyed/devastated. ACs work on Venus after Venus has been hit.
  (3) When/if Free Asteroid gets to A-1, it may hit or miss Mercury. If miss Mercury it hits the Sun and is removed.

5. Spaceships:
  a. Each MS, LN (if w/MS), ESC, NS and QS may boost out of orbit, move any distance on Solar System map, and enter orbit.
  b. If both MS begin Movement phase In Orbit around Mars, they may push 1 of the Martian moons onto the Martian surface. Place moon in any hex on Mars. Roll die for each unit and IU in target hex; if 1 - 3 then destroyed/devastated.
  c. If both MS begin Alien Movement phase in the same asteroid belt space, they may push an asteroid. Place Free Asteroid in their space and then move 1 space directly towards the Sun. Place a 1 Inertia marker on Free Asteroid. The MS may move normally that turn. Free Asteroids must be stacked with MS, NS or QS at beginning and end of each Movement phase or else is removed. Free Asteroid does not have to be guided by same spaceship throughout turn.
  d. MS, ESC, NS or QS may crash-land on any hex (after damage is resolved ship is destroyed)
    (1) MS: MS, all units in MS, all units in hex (incl. IUs) are destroyed/devastated. Destroyed Armies may not be rebuilt.
    (2) ESC: does damage as if CW fires (affects all units in hex)
    (3) NS: Roll die for each unit & IU in target hex; if 1-3 then destroyed/devastated
    (4) QS: All Alien & Terran units and IUs in target hex destroyed/devastated. Roll die for each unit and IU in adjacent hex; if 1 - 3 then destroyed/devastated.

III. Combat
  A. Aliens Fire (may destroy Space Colony)
    Each CW, ESC, NS, QS may attack Terran units or IUs
    If TR or ITR is destroyed the cargo is also destroyed
  B. Terrans Fire
    Each surviving Terran unit may attack Alien units
    CA, BB, BI and ISF are allowed a firing shot (even if hit by Alien fire) before being destroyed
    Terran Armies may attack LN in land hexes even if not stacked and hit with die roll of 1 - 3
    If MS is destroyed all units on MS are destroyed

C. Space Combat In Orbit

Fought in rounds until only 1 side is left

After each round either side may retreat (no partial retreats and no inertia)

Terran units may retreat to planet surface or to Solar System space

Alien units may retreat to Solar System space

After 1st round all combat is simultaneous regardless of unit type involved

IV. Orbital Bombardment Certain ships may make various Orbital Bombardment Attacks (see Orbital Bombardment Chart)

Aliens Fire:   NS: 2   QS: 4   (may destroy Asteroid Mining Base)

Terrans Fire:   DD: 1   CR: 2   BB: 4

V. Reinforcements

A. Terran Production

1. Count undevastated IUs for current turn production (58 minus devastated IUs). Besieged IUs are not counted. IUs are besieged if 1 or more Alien ESC, NS or QS but no Terran ships are In Orbit. Earth is never besieged.

2. Allocate IUs to new unit production, Research & Development, repairing IUs and Atmosphere Reconversion *(Earth only). IUs may not be accumulated, but may be partially allocated for future production. Space Colony, Asteroid Mining Base and besieged IUs may not be repaired.

3. Place new units on Earth hex with undevastated IUs. Maximum 1 unit on Mars if not besieged (except Armies and Subs)

4. Raise the AI on Earth 1 for every 15 IUs allocated to Atmospheric Reconversion

B. Terran Research & Development

Roll die for each R & D project in which prerequisites are met and for which 10 IUs have been allocated

Project succeeds on 1 or 2 (1 – 3 if die roll modifier applies)

C. Alien Atmospheric Conversion

Reduce Atmospheric Index (AI) by 1 for each deployed AC on that planet

A planet is considered converted when the AI reaches 0 (this aids Alien production)

When Earth's AI reaches 5 Armies may no longer attack

When Earth's AI reaches 0 all Armies are destroyed and all IUs on Earth are devastated

Venus' AI may not be decreased until Venus has been hit by an asteroid

Io's AI is not affected by ACs, instead by CWs (only 1 per hex)

D. Alien Production

Each deployed Base may attempt to produce a new unit. Consult Alien Production Table and roll die for each Base.

New MS may not be produced. Counter mix is limit. Alien may voluntarily destroy units for immediate rebuild.

Bases on converted planets may roll for production 2 times per turn.

NS may only be produced when MS is In Orbit around planet with a deployed Base on surface. Roll once for both MS Base and planetary Base.

QS may only be produced when MS is In Orbit around Converted planet with a deployed Base on surface. Roll <u>once</u> for both MS Base and planetary Base (even though planet is Converted).

E. Alien Deployment

Face-down (undeployed) Bases and ACs may be turned face-up (deployed)

Only 1 deployed Base per hex. Only 1 deployed Base on MS.

Only 1 deployed AC per land hex (not all-sea, not MS)

Deployed Bases and ACs may not move.

------------------------------------------------------------------

## *The Air-Eaters Strike Back!* - Additional Rules

SETUP:

TERRAN:

Mercury Orbit: 1 Corvette (CORV)

Earth: 2 Armies, 1 Transport (TR), 4 Disintegrator Tanks (DT) any land or part-land hex, 2 Sub Fleets (SF) any sea or part-sea hex

Earth In Orbit Box: 3 CORVs and Space Colony

Mars: 2 DTs and 1 TR any hex

Mars In Orbit Box: 3 Corvs

Jupiter In Orbit Box: 1 CORV

Terran Production Marker: 58

ALIEN:

2 Motherships (MS), 2 Bases and any 14 other units except Quasarships (QS)

Maximum 2 Novaships (NS), each NS counts as 3 other units

Other Units: Escorts (ESC), Landers (LN), Crawlers (CW), undeployed Atmospheric Converters (AC) and undeployed Bases

The MS and all other ships are places in any Solar System space or In Orbit box

2 Bases are deployed on MS. Other units are undeployed on MS.

PLANETS:

Consult Planet Initial Placement Table and roll die for each planet

Place Atmospheric Index (AI) markers except Venus on the AI track

1ST TURN SURPRISE RULES:

No Terran transport, movement, combat or production

No Alien Atmosphere Conversion, deployment or beaming

VICTORY CONDITIONS:

At end of turn 12 (when Jupiter is in L-12) check for victory

Terran Decisive Victory if:

a) No Alien units are on or In Orbit around Earth or Luna

b) No planets are converted

Alien Decisive Victory if:

a) No Terran unit is in any Solar System space or In Orbit

b) Terrans have fewer than 25 undevastated IUs

If no victory on turn 12 then check again at the end of turn 24
(when Jupiter is in L-24)
    Alien Decisive Victory if:
        a) Earth is Converted
        b) All Terran units eliminated
        c) All IUs destroyed/devastated

    Alien Substantial Victory: Earth is Converted

    Alien Marginal Victory: 45 or more IUs devastated (13 or less
      IUs left)

    Terran Marginal Victory: prevent Alien victory

    Terran Substantial Victory: 45 or more IUs are undevastated

    Terran Decisive Victory if:
        a) Prevent Alien victory
        b) Aliens have no NS or QS

## COMBAT RESULTS TABLES

NUMBER SHOWN : DIE ROLL NEEDED TO DESTROY TARGET

### SURFACE COMBAT

TARGET UNIT

| FIRING UNIT | BASE/AC/CW | LN | ARMY | DT | BI | SF | ISF | IU | SPACE UNIT |
|---|---|---|---|---|---|---|---|---|---|
| CW | 1-3 | 1-3 | --- | 1-3 | 1 | 1-3 | 1-3 | 1-3 | 1-6 |
| ARMY | 1 | 1-6 | --- | 1-3 | 1 | 1 | 1 | 1-6 | 1-6 |
| DT | 1-3 | 1-3 | --- | 1-3 | 1-3 | --- | --- | 1-3 | 1-6 |
| BI | 1-3 | 1-6 | --- | 1-3 | 1-3 | --- | --- | 1-6 | 1-6 |
| SF | 1 | 1-3 | --- | --- | --- | 1-3 | 1 | --- | --- |
| ISF | 1-3 | 1-6 | --- | --- | --- | 1-6 | 1-3 | --- | --- |

TERRAN ARMY/AIR FORCE ATTACK AGAINST LN IN
NON-ADJACENT LAND/PART-LAND HEX : 1-3

### SPACE COMBAT

TARGET UNIT

| FIRING UNIT | LN/ESC/TR/ITR/CORV | DD/FTR | NS/MS/CA | QS/BB |
|---|---|---|---|---|
| ESC/CORV | 1-4 | 1-2 | 1 | --- |
| DD | 1-5 | 1-3 | 1 | --- |
| NS/CA/FTR | 1-6 | 1-5 | 1-2 | 1 |
| QS/BB | 1-6 | 1-6 | 1-4 | 1-3 |

### ORBITAL BOMBARDMENT

TARGET UNIT

| FIRING UNIT | ANY ALIEN UNIT | ARMY/DT/BI/SF/ISF | TERRAN SPACE UNIT | IU |
|---|---|---|---|---|
| NS/QS | 1 | 1 | 1-2 | 1-3 |
| DD/CA/BB | 1 | 1 | 1-2 | 1-3 |

NUMBER OF BOMBARDMENT ATTACKS PER TURN :
    DD = 1    NS/CA = 2    QS/BB = 4

| ALIEN PRODUCTION | | | | | | |
|---|---|---|---|---|---|---|
| UNIT BEING PRODUCED - CRITICAL FACTOR | | | | | | |
| LOCATION OF BASE | BASE SULFUR , TEMP | AC AIR PRESS | CW SOLAR ENERGY | LN WATER | ESC HEAVY METALS | NS/QS COMPLEX |
| MERCURY | 1-3 | 1 | 1-6 | 1 | --- | --- |
| VENUS | 1 | 1-6 | 1 | 1 | --- | --- |
| EARTH - LAND | 1-6 | 1-6 | 1-6 | 1-6 | --- | --- |
| EARTH - UNDERWATER | 1-3 | 1-3 | 1-3 | 1-6 | --- | --- |
| LUNA | 1 | 1 | 1-6 | 1 | --- | --- |
| MARS | 1-3 | 1-3 | 1-3 | 1-3 | --- | --- |
| CERES/PALLAS/VESTA | 1 | 1 | 1-3 | 1 | --- | --- |
| ON JUPITER | 1 | 1-6 | 1 | 1 | --- | --- |
| IO | 1-6 | 1 | 1-3 | 1 | --- | --- |
| EUROPA | 1 | 1 | 1 | 1-6 | --- | --- |
| CALLISTO | 1 | 1 | 1 | 1-3 | --- | --- |
| GANYMEDE | 1 | 1-3 | 1 | 1-3 | --- | --- |
| ON MOTHERSHIP : | | | | | | |
| ORBITING MERCURY | 1 | 1 | 1-6 | 1 | 1 | (1-3) |
| ORBITING VENUS | 1 | 1 | 1-6 | 1 | 1 | (1-3) |
| ORBITING EARTH | 1-3 | 1 | 1-6 | 1-3 | 1-3 | (1-5) |
| ORBITING MARS | 1 | 1 | 1-3 | 1 | 1-3 | (1-3) |
| ORBIT NEAR CERES, PALLAS OR VESTA | 1 | 1 | 1-3 | 1 | 1-6 | (1-2) |
| ASTEROID BELT SPACE | 1 | 1 | 1-3 | 1 | 1-6 | --- |
| ORBITING JUPITER | 1 | 1 | 1 | 1-3 | 1-3 | (1-2) |
| TROJAN ASTEROID | 1 | 1 | 1 | 1-3 | 1-4 | --- |
| EMPTY SPACE | --- | --- | --- | --- | --- | --- |

| TERRAN PRODUCTION | | | |
|---|---|---|---|
| UNIT TYPE | R & D? | IU COST PER UNIT | NO. OF UNITS AVAILABLE |
| ARMY | NO | 30 | 3 |
| SF | NO | 15 | 6 |
| DT | NO | 5 | 12 |
| TR | NO | 5 | 8 |
| CORV | NO | 10 | 14 |
| BI | YES | 5 | 10 |
| DD | YES | 15 | 8 |
| ITR | YES | 5 | 7 |
| FTR | YES | 15 | 8 |
| CA | YES | 20 | 8 |
| BB | YES | 20 | 4 |
| ISF | YES | 15 | 6 |
| AR | NO | 15/AIPOINT | EARTH ONLY |
| R & D SUPPORT | -- | 10/PROJECT/TURN | -- |
| IU REPAIR - ON EARTH OFF EARTH | NO | 7/IU REPAIRED 12/IU REPAIRED | -- |

| TERRAN R & D | DIE ROLL OF 1 OR 2 REQUIRED FOR SUCCESS | |
|---|---|---|
| PROJECT | PREREQUISITES | DIE ROLL MODIFIER |
| BOUNCE INFANTRY (BI) | LAND COMBAT THIS TURN INVOLVING A DT | CW DESTROYED IN LAND COMBAT THIS TURN |
| DESTROYERS (DD) | NONE | SPACE COMBAT THIS TURN |
| IMPROVED TRANSPORTS (ITR) | NONE | SUCCESSFUL R & D ON DD ON A PREVIOUS TURN |
| FIGHTERS (FTR) | SPACE COMBAT THIS TURN | ESC DESTROYED THIS TURN |
| CRUISERS (CA) | SUCCESSFUL R & D ON DD ON A PREVIOUS TURN SPACE COMBAT THIS TURN | ANY ALIEN UNIT DESTROYED IN SPACE THIS TURN |
| BATTLESHIPS (BB) | SUCCESSFUL R & D ON CA ON A PREVIOUS TURN NS OR OS FIRED AT THIS TURN | NS OR OS DESTROYED THIS TURN |
| IMPROVED SUB FLEET (ISF) | UNDERWATER COMBAT THIS TURN | ANY ALIEN UNIT DESTROYED UNDERWATER THIS TURN |

### INITIAL PLACEMENT

| PLANET | DIE ROLL | | | | | |
|---|---|---|---|---|---|---|
| | 1 | 2 | 3 | 4 | 5 | 6 |
| MERCURY | AUTOMATICALLY IN A-1 | | | | | |
| VENUS | B-1 | B-1 | B-1 | B-2 | B-2 | B-2 |
| EARTH | C-1 | C-1 | C-2 | C-3 | C-3 | C-4 |
| MARS | D-1 | D-2 | D-4 | D-5 | D-7 | D-8 |
| CERES | G-2 | G-6 | G-10 | G-14 | G-18 | G-22 |
| PALLAS | G-3 | G-7 | G-11 | G-15 | G-19 | G-23 |
| VESTA | G-4 | G-8 | G-12 | G-16 | G-20 | G-24 |
| ASTEROID MINING BASE | F-2 | F-11 | G-1 | G-21 | H-11 | H-26 |
| ASTEROID MINING BASE | F-4 | F-14 | F-1 | G-17 | H-15 | H-30 |
| ASTEROID MINING BASE | F-7 | F-16 | G-5 | G-13 | H-19 | H-1 |
| ASTEROID MINING BASE | F-9 | F-18 | G-9 | H-5 | H-22 | I-15 |
| JUPITER | AUTOMATICALLY IN L-48 | | | | | |
| TROJAN ASTEROIDS | AUTOMATICALLY IN L-40 AND L-8 | | | | | |
| SPACE COLONY | AUTOMATICALLY IN ORBIT AROUND EARTH | | | | | |
| DEIMOS , PHOBOS | AUTOMATICALLY IN ORBIT AROUND MARS | | | | | |

*Horus Heresy* – Blind Rules
by Christopher Weuve (1/20/95)

This document is a set of optional rules for *Horus Heresy* [from Games Workshop]. I am assuming that you have access to game counter stands of some sort (such as those in TSR's *Hunt for Red October* or *Red Storm Rising*). These stands allow the counters to be placed vertically on the game board, effectively concealing the information on the counters from one side. These rules cover mostly what information must be revealed when.

RANDOM THOUGHTS (in no particular order):

1. Dummy counters are not revealed first turn and may be used throughout the game. Dummy counters represent very small numbers of highly mobile forces engaging in electronic, physical and psychic deception operations. Since they are not subject to the same sort of constraints as regular combat forces, they are capable of unrestricted movement, although the Imperial player would be well advised to hide this fact. Dummy counters represent forces too small to have any combat strength, and so are automatically destroyed in combat. (Actually, they are dispersed and will make their way back to friendly territory, where they can be used again.) The number of dummy counters allowed in play is limited by the counter mix. Factories may construct dummy counters following the normal construction rules, but dummy counters do not count towards construction limits.
2. Loyal Space Marines have two sets of counters, set-up counters and strength counters. Loyal Space Marines should be represented on the board by their set-up counters. For each chapter, one of the set-

up as well as one of the strength counters should be marked to differentiate them. The strength counters should be placed off board, active side up.
3. The Emperor and his Custodes do not have set-up counters, and are represented by their strength counters. This is because Horus and the Traitor forces have a psychic lock upon them.
4. Horus and the Traitor Space Marines do not have set-up counters, and are represented by their strength counters. These forces are arrogant and use their mere presence as psychological weapons to strike terror into the hearts of the Loyal forces.
5. Battle cruisers and status markers (i.e., factory control, space port control) should not use stands.
6. The Imperial player must identify the Sky Fortress any time it moves. The Imperial player is only required to divulge this information when the Sky Fortress moves. The Imperial player is not required, however, to divulge the identity of any unit the Sky Fortress may be transporting.
7. Players are not required to divulge the identity of any counter except during combat (except the Sky Fortress — see above), including stationary defenses such as defense lasers. It is the opposing player's job to keep track of them. Only when the forces are in face-to-face combat, or a special card is played, are the counters revealed.
8. During combat, all counters involved in the combat are tipped forward so their information is visible to the opposing side. At the end of combat, all counters are returned to their upright position.
9. Don't cheat. If a player accuses another of exceeding a counter's movement allowance,

the accusing player must specifically indicate which counter he feels to be in error. The accused player then reveals the counter. If the accusing player is correct, the counter is eliminated. If the accusing player is wrong, the accusing player must reveal all the counters in an entire area selected by the accused player.

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### Another Shameless Plug

Displayed below is an ad for a game company and magazine that I've recently become acquainted with and hope to start doing business with as a partner soon.

Fractal Spectrum is a quarterly magazine edited by Donald Redick and Kathleen Seymour and was started when they couldn't get the rights to The Space Gamer from the last owner. Being modeled on TSG, FS features articles on a wide range of science fiction and fantasy gaming subjects, from role playing games, to boardgames, to discussions on game design and an extensive news column on RPGs, boardgames, card games, computer games, PBM games, comics, popular entertainment and much more.

They also run two play-by-mail games, one of which started out as a small board game before being expanded. Fractal Dimensions has had favorable reviews in gaming periodicals and is a member of the Small Game Publishers Association.

The folks at Fractal and I plan to start publishing small games soon, so we will be negotiating to co-publish a series of small games in the Microgame tradition. Such games would be jointly inserted in both magazines and thus get twice the circulation.

One last item. Vindicator is published using my own meagre finances and won't break even for me until I can get over a hundred subscribers. If I should suffer a major health or financial problem this journal would cease to exist. If that happened, then Don Redick has graciously offered the use of Fractal Spectrum as a "safety net" for me. If I could no longer publish Vindicator then I could become a contributing editor to the Spectrum and continue writing Metagaming articles for them. We would also make a deal to transfer Vindicator subs to the Spectrum.

So please check out the products from Fractal and tell them I sent you.

### Small Ship Designs for
### *Starfire*
### by Michael Friend

Next to *WarpWar* my second favorite spaceship combat game is the classic *Starfire*, the first of four initial science fiction zip-lock games published by Task Force Games back in 1979. The game quickly became popular because a year later *Starfire II* was issued and introduced fighters and carriers. Later a strategic level module was published and a few years ago the first two zip-lock games were combined into a deluxe boxed edition. Just recently a revamp of the original game system was published. Though I haven't seen the newest version, a review that I read stated that the system has been redesigned to be much more complex and detailed. Until I can examine the new game I won't be able to pass judgement on it.

One of the characteristics that enamored me of the first game was its simplicity and ease of play. Another aspect I liked were the ship construction rules that allowed players to build a variety of different size ships with different capabilities. True, the scenarios included with both games supplied the players with plenty of pre-designed ships, but science fiction gamers are known for being tinkerers, and we welcomed the opportunity to be able to create our own designs.

I suspect that most gamers prefer to design and play with the larger ships (yes, they are more impressive), and probably ignore the smaller ships. I admit, it's very frustrating to design small ships because, by their very nature, you just can't jam all the systems into them that you'd like to. But they are useful vessels nonetheless and if they have been neglected as I believe, then I intend to alleviate that discrepancy by presenting some ship designs and design theory comments for the smaller ships, namely escorts, corvettes and frigates.

Believe it or not, the small ships really are as fun to play with as the bigger ships. Though they don't last as long in a game as their larger brethren, in some cases this can be an advantage. If gamers don't have the time to play a long game they can play a scenario with small ships and finish it quicker. Also, when using this game to introduce a beginner to the hobby, the smaller ships would probably be easier for the newbie to handle. (These two ideas could also be applied to naval games as well.)

### ESCORT

Before we start I must review some basic ship design rules. Each ship type has a certain number of spaces available in its hull into which the system modules are installed, and each module takes up a certain number of spaces. In the escort and corvette each engine factor (I) fills half a space, while in frigates each engine fills a whole space. So, two engines can fill one space in an escort and corvette while just a single engine fills one space in a frigate.

The other system modules are divided between seven different tech levels, from 1, the lowest, to 7, the highest. Generally, the lower the tech level the cheaper (in Megacredits) the individual system. Also, though the various systems are distributed through out the tech levels, many systems that are similar will occupy the same number of spaces in a hull. This allows players to "plug in" different systems to build ships from different tech levels.

Hull Defense: Shield (S) and Armor (A) = 1 space
Projectile Weapons: Gun (G), Missile Launcher (R) and Gun/Missile Launcher (W) = 3 spaces
Beam Weapons: Laser Beam (L), Force Beam (F), Primary Beam (P) and Energy Beam (E) = 4 spaces

Other Defense: Point Defense (D), Tractor Beam (T) and Shearing Plane (C) = 2 spaces

Exotic: Multiplex Tracking (M2/3/4) and Overload Dampener (O) = 1 space

Other systems, like Cargo Holds and Science Instruments, in my opinion, are frivolous systems that are best used in freighters, specialized ships and the larger warships. The small ships need to jam their hulls with as much offensive and defensive capability as they can hold. If a small ship was specifically designed as a research vessel then it would need to carry science instruments, otherwise such a system would be useless.

Each engine mounted in a ship allows it to move one hex. A ship with four engines, for example, can move four hexes. The highest speed that ships are allowed to move is six hexes so a ship can mount no more than six engines. With their two engine capacity per space, escorts can fit four engines (MA 4) into two spaces or six engines (MA 6) into three spaces. The number of spaces available in an escort hull is ten, which leaves eight empty spaces with a four engine ship or seven empty spaces with a six engine ship. (I don't recommend mounting anything less than four engines in an escort, corvette or any warship, for that matter, since it would move too slowly to be useful in battle.)

A four engine escort could mount two three-space weapons with minimal defenses or one four-space weapon with slightly better defense. Some three-space weapon configurations are:

```
S A I I G I I R
S A I I W I I W
S A I I G I W I
S A R I I W I I
S A I I I I R R
```

Most weapons attack their targets from left to right, so the last system listed on a ship control sheet is critical. If the player wants a crippled ship to be able to escape, then at least one engine will be the last system shown so as to allow the ship to limp away from the battle. If the ship is meant to go down fighting then a weapon will be the last system. The same principles apply to four-space weapon escorts.

```
S S A A L I I I I
S S A A I I F I I
S S A A I I I I P
```

Defensive capability is a tad better in this design but the ship mounts only one weapon. Again, the player must decide which is more important, the ability to return fire until total annihilation or the ability to escape before being destroyed.

A six engine escort, strangely enough, can only mount one weapon, either three-space or four-space, and still get decent defensive capability.

```
S S A A I I I I R I I
S S A A G I I I I I I
S S A A I I I I G I I
S S A A I I I I I I W

S S A I I I I I I L
S S A I I I I E I I
S S A I I F I I I I
S S A P I I I I I I
```

Theoretically, two three-space weapons could be mounted, but there would only be room left for one shield, which effectively turns the ship into the equivalent of a Civil War tinclad or timberclad. It would be impressive and have a slight sting but no staying power.

```
S I I G I I I W I
S I I I I I I R R
```

Such a ship might be useful as a fast suicide craft to quickly force its way into the middle of an enemy fleet and fire away until destroyed a couple turns later, if you're into that kind of fighting.

## CORVETTE

Though it only has three more
spaces (for a total of thirteen
spaces) than the escort, the cor-
vette, if designed properly, can
pack a lot more wallop. Again,
like the escort, it can mount two
engines in one space, so four-
engine and six-engine versions
allow eleven and ten remaining
spaces, respectively, to be filled.
By sacrificing defensive capability,
a corvette could mount three
three-space or two four-space
weapons as shown below:

```
S A G I I R I I W
S A I R I W I I G
S A I I W I G I R
S A I G I ! I W R

S S A L I I L I I
S S A I I P I I F
S S A I E I I I L
S S A I I I P I P
S S A I I I I E E
```

A three-space and four-space
weapon could be combined and
still be able to allow a little more
defense.

```
S S A A L I I I I G
S S A A I I W F I I
S S A A I R I I P I
S S A A I I I I W E
```

By cutting the amount of wea-
pons down to the same number
that would normally be mounted on
an escort, the defensive capability
of the corvette could be greatly
enhanced.

```
S S S A A I I I I R W
S S S A A I G I I R I
S S S A A I I W I I W

S S S S A A A I I P I I
S S S S A A A I I I I E
S S S S A A A F I I I I
```

A six-engine corvette could
mount two weapons of either type
(three-space or four-space) and
still have enough space left over
for a modest defense.

```
S S A A I I I G I I R
S S A A I I W I I G I I
S S A A R I I I I I I W
S S A A I I I I I G W

S A P I I I I I I E
S A I I L I I L I I
S A I I I F I I E I

S S A I L I I I G I I
S S A W I I I I I P I
S S A I I I R I I I E
S S A I I I I G I I F
```

For the player who is defen-
sive minded, a one weapon ship
with a decent amount of shields
and armor can be created that will
probably last long enough to be a
small but significant thorn in the
side of the enemy.

```
S S S S A A A I I I I W I I
S S S S A A A I I I I I I R

S S S A A A I I I F I I I
S S S A A A I I I I I E I
```

Though the configuration of the
shields and armor must conform to
proper design rules, the weapons
and engines can be distributed as
the players decide. Care must be
taken, though, because some wea-
pons pass over, or ignore, shields,
while others pass over armor and
still others pass over both to hit
the main systems of the ship.
Weapons placed just after armor
are more susceptible than those
placed toward the "rear" of the
ship. In all cases compromises
must be made according to the
fighting style of the player. The
ship designs shown here are just
meant to be examples of what can
be done.

## FRIGATE

With the eighteen hull spaces
available in the frigate we can fi-
nally start designing some decent
warships. One downside, though,
is that the engines no longer fill
only half a space, as in the two
previous ship types, but instead

fill a full space. A four-engine frigate will leave fourteen empty spaces, a five-engine ship will leave thirteen empty spaces and a six-engine ship will leave twelve empty spaces. The additional spaces allow a substantial number of weapons, shields and armor to be installed that will make a formidable opponent, especially when confronting smaller ships. And a squadron of frigates is quite useful against larger ships as well.

We can also install some of the more exotic systems, like tractor beams, shearing planes and point defense, in the frigate. A group of frigates with tractors locked onto a larger ship (and assuming the larger ship doesn't have a shearing plane) are like a pod of killer whales attacking a blue. Given the opportunity they'll chew it to death piece by piece.

Some four-engine designs are presented here:

```
S S S A A G I I R I I W
S S S A A A I I P I I E
S S S A A A I I W I D I R
S S A A L I I F I I L T
S S S A A G I I D I L I
S S A A I I W D I W T I
S S A A R I I W I I F
S S S S A A A I I I D I T G
S S S A A A I D I I E I T
```

Even in the frigate the defense can be sacrificed to gain greater offensive power:

```
S A I G I R I W I W
S S A I I D I R I G W
S A I I L F I I P
```

Five-engine ships, which are a compromise between speed and fighting capability, can still mount a respectable number of weapons by sacrificing defense or gain greater - defense at the cost of weaponry.

```
S S A A I G I I R I I W
S S A A R I I I F D I I
S S A I I I L I T I P
S S A D I I W I I R I T
S A I G I D I R I W I
```

```
S S S S A A A I I W I I W I
S S S A A I L I I I I F
S S S A A I I I G I T R
S S S A A A I D I W T I I I
S S S A A I I I D I T I E
```

The six-engine frigate can zip around the board as fast as the big ships, but because all those engines take up so much room you still have to decide which is more important, offense or defense. You can't have both, at least not adequately.

```
S S A I I G I I R I I W
S S A A I I L I F I I I
S S A A I D I I R I I I W
S A I I I F I I T I P
S S A I R I I D I I F I
S A I I I I D W I I W T
S S A A I I D I I T E I I
```

```
S S S A A A I I I G I I R I
S S S A A I I I I W I I P
S S S A A D I I I I G I T I
```

The various ship designs presented here are not set in stone and merely scratch the surface of all the different configurations that can be arranged. Though shields and armor, according to the rules, must be placed first, after that the systems may be arranged in any combination the player wants, according to how he expects to use the ship. Function will always govern arrangement of systems. I'll discuss this further in a later article when I try to tackle the mid-sized ships – destroyers, light cruisers and cruisers.

## LETTERS........

[Included with this letter is] a copy of the referee's aids I have done for double-blind *Stellar Conquest* and *Imperium*. As you can see, each is printed on simple cardstock and "laminated" with packing tape. The idea behind them is simple: the players plot out their moves on individual maps. They then put a check in the OP box for any [star] system in which they have an outpost [or colony for *Stellar Conquest*], and a check in the TF box if they have a ship or task force [in that star system]. They then pass these cards to the referee, who then puts a check in the ? column if there is a match between any two or more players. The referee does not even need to know what forces are present, and the players then fight out any combats that may arise. (In the *Stellar Conquest* version, the ref must also indicate in this column exactly which player any ship has discovered, and additionally record the card number for any newly-discovered system in the # column. The players can fight it out in public, because only they know which system is involved.) I have not written up exact rules for this, but I would be happy to [know] if it is something you would like to publish.

Christopher Weuve
Herndon, Virginia

[Ed.   The referee aids are reproduced below.   I suggest that you enlarge these charts on a photocopier, then make enough copies for all players to use.   You could either make a large batch of copies for use in multiple games, or make just enough for one game and "laminate" them with clear packing tape and use grease pencils to mark the boxes.

The numbers and letters on the *Stellar Conquest* list are the star hex locations on the Avalon Hill version of the *SC* map.   The bottom hex row, reading from right to left, is lettered from A to Z then from AA to EE.   The hexes are then numbered from the bottom row to the top.]

## Referee's Aid for *Imperium*

| SYSTEM | OP | TF | ? | SYSTEM | OP | TF | ? |
|---|---|---|---|---|---|---|---|
| Agidda | | | | Karkhar | | | |
| Allamu | | | | Kinunir | | | |
| Alpha Cent A | | | | Lagash | | | |
| Alpha Cent B | | | | Loki | | | |
| Amarku | | | | Luuru | | | |
| Apishal | | | | Markhasni | | | |
| Barnard's Star | | | | Midway | | | |
| Calgary | | | | Mirabilis | | | |
| Dingir | | | | Mukhaldin | | | |
| Dismal | | | | Ninkhur Sagga | | | |
| Dushaam | | | | Nusku | | | |
| Ember | | | | Peraspera | | | |
| Enki Kalamma | | | | Procyon | | | |
| Epsilon Eridani | | | | Proxima Cent | | | |
| Epsilon Indi | | | | Remulak | | | |
| Forlorn | | | | Sarpedon | | | |
| Gashida | | | | Shulgi | | | |
| Hades | | | | Shulgiili | | | |
| Hephaistos | | | | Shuruppak | | | |
| Inferno | | | | Sirius | | | |
| Ishimshulgi | | | | Sol | | | |
| Ishkur | | | | Tau Ceti | | | |
| Junction | | | | Ys | | | |
| Kagukhasaggan | | | | Zaggisi | | | |

## Referee's Aid for *Stellar Conquest*

| # | SYSTEM | | OP | TF | ? | # | SYSTEM | | OP | TF | ? |
|---|--------|---|----|----|---|---|--------|---|----|----|---|
| | Alcor | L 18 | | | | | Kruger | X 16 | | | |
| | Almach | S 10 | | | | | Lacaille | O 13 | | | |
| | Alphard | L 10 | | | | | Lalande | B 18 | | | |
| | Altair | Y 14 | | | | | Lupi | R 14 | | | |
| | Antares | T 04 | | | | | Luyten | D 13 | | | |
| | Arcturus | X 05 | | | | | Lyrae | L 13 | | | |
| | Aurigae | T 16 | | | | | Mira | H 18 | | | |
| | Barnard | CC 17 | | | | | Mirach | W 11 | | | |
| | Bootis | BB 05 | | | | | Mirfak | L 06 | | | |
| | Canis | G 05 | | | | | Mizar | Q 02 | | | |
| | Canopus | P 10 | | | | | Ophiuchi | H 02 | | | |
| | Capella | N 08 | | | | | Pherda | J 14 | | | |
| | Caph | R 06 | | | | | Polaris | EE 10 | | | |
| | Cephei | L 03 | | | | | Procyon | V 19 | | | |
| | Ceti | E 17 | | | | | Rastaban | I 17 | | | |
| | Crucis | Q 08 | | | | | Ross | I 10 | | | |
| | Cygni | W 13 | | | | | Sadir | O 16 | | | |
| | Deneb | I 08 | | | | | Scheat | T 12 | | | |
| | Diphda | F 08 | | | | | Schedar | O 04 | | | |
| | Draconis | Q 11 | | | | | Scorpii | AA 19 | | | |
| | Dubhe | CC 12 | | | | | Sirius | B 11 | | | |
| | Eridani | H 12 | | | | | Spica | U 08 | | | |
| | Hamal | AA 15 | | | | | Tauri | V 02 | | | |
| | Hydrae | P 18 | | | | | Vega | X 08 | | | |
| | Indi | D 04 | | | | | Wezen | AA 09 | | | |
| | Kapetyn | E 07 | | | | | Wolf | Y 03 | | | |
| | Kochab | N 06 | | | | | Zosca | Q 20 | | | |

### Lost Opportunities
by Michael Friend

With the help of one of my subscribers and contributors, Jim McNulty, I've been able to almost complete my collection of Space Gamers and Interplays. Jim recently sent me photocopies of all but one (TSG 1) of the back issues missing from my collection.

While reading through those old issues I was struck by the fact of the large number of games and game supplements that were announced as being "in the pipeline" but were never published. There are probably as many reasons as there are game projects for why they were never produced, but I feel the bottom line is that we were deprived of a lot of good gaming possibilities.

For your curiosity I have compiled a list of the vaporware products that Metagaming never delivered, and the issues in which they were mentioned. TSG is The Space Gamer and IP is Interplay.

1) *Hymenoptera*, a strategic level alien insect culture game, from Howard Thompson, of which *Chitin: I* was the tactical combat module. TSG 1, 2, 4, 6, 7, 9 and 11.

2) Advanced rules for *The Ythri* and *Stellar Conquest*. TSG 5.

3) *Erewhon*, a fantasy Micro by Steve Jackson. TSG 9, 10, 11 and 12.

4) *Chitin: II*. TSG 10, 11 and 12.

5) A "wargame" version of *TFT*. TSG 12.

6) A Monster Book plus advanced rules for *TFT*. TSG 12.

7) An orbital satellite game by K. Allen Bjorke. TSG 12. Did this become the *Orbit Wars* game published in a later TSG?

8) *The Battle for Cleveland,* by Forrest Johnson, a small unit tactical game set in a future history and featuring some really weird beings and gadgets that wanted Cleveland. TSG 12.

9) *Skywars.* TSG 13.

10) *Warpduel,* an individual ship combat game related to *WarpWar.* TSG 13.

11) *Warplords,* a large, multiplayer sequel to *WarpWar.* TSG 17 and 26.

12) *Starman,* a tactical, man-to-man future combat Micro from a role playing series tentatively titled *The Astroquest* (later renamed *Starleader*). It would include weaponry, pricing, armor and small vehicles and be compatible with *TFT,* though the character attributes would function differently. TSG 17. Did this eventually become *Starleader: Assault!?*

13) A tactical *Godsfire* Micro tentatively titled *Universe.* TSG 17. Did this eventually become *Holy War?*

14) *Coup,* a Micro by Steve Jackson that represents an attempt to take over the government of a South American or African country. TSG 17.

15) Plan to redevelop *The Ythri* as a Micro, drop the name and book tie-in and use it as a basis for a standard planetary assault module. TSG 22.

16) Further mention of the SF RPG in which the emphasis was to be on individual character actions and spaceships. The method of handling characters had undergone a major revision, giving them more life. The Gamemaster segments were being designed concurrently with the character combat and spaceship modules. TSG 22, 25 and 26.

17) Game system covering Napoleonic, Civil War and WW I battles. TSG 26.

18) Indian trade game. TSG 26. Did this eventually become *Trailblazer?*

19) Civil War riverine combat system. TSG 26.

20) Medieval siege game. TSG 26.

21) City revolt game. TSG 26.

22) Larger (mid-sized) module from the SF role playing system. TSG 26.

23) Two mid-sized, multiplayer, society level games in the Napoleonic/Civil War series. TSG 26.

24) Three RPG games compatible with the *TFT* system; American old west (*High Noon*), grim drama of WW II and colorful battles and actions of the comic book superhero (*In the Name of Justice*). IP 1, 3 and 8.

25) Third *Air-Eaters* game, *Again, Dangerous Air-Eaters,* in development. IP 1 and 3.

26) General call for *TFT* manuscripts on such subjects as; mounted combat Micro, ship combat Micro, religious rules module, building rules, flying Micro and campaign guides. IP 2.

27) *Dragonslayer,* stand alone fantasy Micro from Keith Gross. IP 3.

28) Vague idea for fourth *Air-Eaters* game, *Battle for the Planet of the Air-Eaters.* IP 3.

29) Letter in IP 3 suggested publishing a book of Monsters. Just such a book announced. IP 4.

30) Tournament version of *Command at Sea* (with presumably advanced rules) being developed plus three national navy packs of ship data cards (20 to 25 cards per pack) and a scenario packet to go along with them. IP 4.

31) Third game in the *Helltank* series. IP 6.

32) *Conquerors of Underearth,* an extensive *Underearth* Metaquest adventure module. IP 6, 7 and 8.

33) "Several Micros, including some *TFT* quests, *Starleader* items and other goodies." IP 7.

34) *Starleader: Warpships,* the next *Starleader* Micro, would cover starship combat and allow character combat in the corridors at the same time. IP 8.

Long before I ever compiled this list I had wanted to design some games and game supplements similar to those listed. For example, because of my interest in the American Civil War I've wanted to design and publish a series of Civil War Microgames. I know this can be done because others have published small Civil War games. *Harvest of Death* from S&T #129 and *Little Round Top* from The Wargamer #20 immediately come to mind. I've been debating with myself for years whether to design a "hard" science fiction RPG, in the tradition of *Traveler*, that would be inspired by *TFT* and continue what was started in *Starleader: Assault!* But because there are so many other SF RPGs available already I'm not sure if it's worth it to write another one. It would have to be unique, either in concept or design. Another RPG idea I've been developing would be a solitaire private detective game.

Since starting this journal I've wanted to publish supplements for existing games, like the new *Olympica* map in this issue. I plan to make new maps for *WarpWar*, the *Helltank* games, *Stalin's Tanks* and *Rommel's Panzers*, to name a few. I want to compile a list of more ship specs for *Fire When Ready* and more ship data cards for *Command at Sea*. I'd even like to design some more Microquests and larger programmed adventures for *TFT* and *Lords of Underearth*. Projects similar to these were under development at Metagaming before it went out of business.

I can't hope to copy all the things that Metagaming wanted to do but it would be wonderful if someone such as myself could somehow finally design and publish many of these lost projects. If you, the readers of this journal, can contact any of the old Metagaming designers and staff members, please give them my address and tell them what I plan to do. Maybe they'd be willing to help and maybe, together, we can re-ignite the vision.

## Metagaming Chronology Update

Here are a couple more slight corrections that should complete the chronology started in issue 1. If anyone else finds a major error please tell me, otherwise this is the last update.

I want to thank Paul Meyer (again) and Brian Train for their contributions.

*The Ythri* (1975)
    Designer: Howard Thompson
    (definitely)

*Monsters! Monsters!* (1976) one edition, two printings / (1979) Flying Buffalo Inc. reprint and revision
    Designer: Ken St. Andre with Jim "Bear" Peters

On another subject, one of my subscribers and contributors, Carl Forhan, has opened a home page for me to advertise Vindicator on the World Wide Web. Carl hasn't told me what the Web address is yet but as soon as I find out I'll let you know. Until then you can probably find it while browsing. Thank you, Carl, for helping to make this a successful publication.

Still more thanks are due to Jim McNulty, another subscriber and contributor, who recently supplied me with photocopies of almost all of the back issues of The Space Gamer and Interplay that I had been missing for so long. (I'm still missing TSG 1.) I've already used those photocopies and the back issues in my existing collection to compile the unpublished Metagaming product list in the "Lost Opportunities" article in this issue, plus a fifteen page index of articles and letters published in those old TSGs and IPs pertaining exclusively to Metagaming products, that will appear in later issues. Thanks again, Jim, for all your generous help.

### Metagaming Games For Sale

I've added another handful of games to the list. Remember, I am selling these games *at their original retail prices*, so I'm definitely not making a profit on this part of the venture. This is being done purely as a service to the readership.

If you order a copy of a game that I've already sold to someone else, I could do one of several things: 1) I could keep your money and as soon as I get another copy of that game I'll send it to you. 2) I could send you an alternate game if you list it on your order. 3) I could return your money and you could reorder at a later date. Whichever method you wish to use please notate it on your order.

For shipping, please add $.50 for every Microgame and $1.00 for every larger game. Make checks payable to me, Michael Friend.

A short description is given with each listing.

*Chitin: I* 1st edition, counters uncut, $2.95

*Melee* 4th boxed edition with major rules changes, some counters cut apart, $3.95

*WarpWar* 2 copies –
1) 3rd printing, boxed edition, rules have been highlighted in yellow magic marker, counters cut apart, $3.95
2) 3rd printing, boxed edition, missing box, counters cut apart, $2.95

*Rivets* 2 copies –
1) 1st edition, counters cut apart, no bag, $2.95
2) 2nd edition (boxed), side of box crushed, counters uncut, $3.95

*Olympica* 3 copies –
1) 1st edition, counters uncut, $2.95
2) 2nd edition, counters uncut, $2.95

3) 2nd edition, counters uncut, $2.95

*Ice War* counter sheet cut into strips, no bag, $2.95

*Black Hole* counters cut apart, no bag, $2.95

*Invasion of the Air-Eaters* counters cut apart, $2.95

*Holy War* 2 copies –
1) counter sheet cut into strips, no bag, $2.95
2) counters uncut, $2.95

*Annihilator/One World* 2 copies –
1) counters uncut, errata included, $2.95
2) counters uncut, errata taped into and handwritten in booklet, $2.95
3) counters cut apart, errata taped into booklet, no bag, $2.95

*Hot Spot* 2 copies –
1) counters uncut, $2.95
2) counters uncut, no bag, $2.95

*The Lords of Underearth* counters uncut, couple pages of booklet bent, lower end of box partially crushed, $3.95

*Helltank* counters uncut, $3.95

*The Air-Eaters Strike Back!* counters cut apart, $7.95

*Hitler's War* 2 copies –
1) counters uncut, marshes around Leningrad and Pripyet marshes hand drawn in by previous owner, $7.95
2) counters cut apart, army record sheets are photocopies, rules highlighted in orange magic marker, rule book cover dirty (was stepped on!), $7.95

*The Trojan War* counters cut apart, missing two "Stun" and one "Wound" marker, $7.95